



# Mastering Unity Scripting

Learn advanced C# tips and techniques to make professional-grade games with Unity

Alan Thorn

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# Mastering Unity Scripting Thorn Alan

**Alan Thorn**



## **Mastering Unity Scripting Thorn Alan:**

**Mastering Unity Scripting** Alan Thorn, 2015-01-29 Mastering Unity Scripting is an advanced book intended for students educators and professionals familiar with the Unity basics as well as the basics of scripting Whether you ve been using Unity for a short time or are an experienced user this book has something important and valuable to offer to help you improve your game development workflow *Mastering Unity 2017 Game Development with C#* Alan Thorn, 2017-10-30 Master realistic animations and graphics particle systems game AI and physics sprites and VR development with Unity 2017 About This Book Create professional grade games with realistic animation and graphics particle systems and game physics with Unity 2017 Unleash the power of C scripting to create intelligent game AI and professional grade game workflows Create immersive VR games using the latest Unity 2017 VR SDK Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017 then this is the book for you Basic knowledge of C programming is assumed What You Will Learn Explore hands on tasks and real world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform agnostic Get started with VR development Use navigation meshes occlusion culling and Profiler tools Work confidently with GameObjects rotations and transformations Understand specific gameplay features such as AI enemies inventory systems and level design In Detail Do you want to make the leap from being an everyday Unity developer to being a pro game developer Then look no further This book is your one stop solution to creating mesmerizing games with lifelike features and amazing gameplay This book focuses in some detail on a practical project with Unity building a first person game with many features You ll delve into the architecture of a Unity game creating expansive worlds interesting render effects and other features to make your games special You will create individual game components use efficient animation techniques and implement collision and physics effectively Specifically we ll explore optimal techniques for importing game assets such as meshes and textures tips and tricks for effective level design how to animate and script NPCs how to configure and deploy to mobile devices how to prepare for VR development how to work with version control and more By the end of this book you ll have developed sufficient competency in Unity development to produce fun games with confidence Style and approach This book takes an easy to follow step by step tutorial approach You will create an advanced level Unity game with an emphasis on leveraging advanced Unity 2017 features while developing the game in its entirety *Mastering Unity 5.x* Alan Thorn, 2017-01-27 Create amazing games with solid gameplay features using a professional grade workflow inside the Unity engine About This Book Become a Unity master by creating a practical in depth game development project with Unity Use advanced C scripting to unlock the complete potential of Unity 5 Use Version Control to Effectively Manage and Scale your workflow Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 5 x then this is

the book for you Basic knowledge of C programming is assumed What You Will Learn Explore hands on tasks and real world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform agnostic Get started with VR development Use Navigation Meshes Occlusion Culling and the Profiler tools Work confidently with GameObjects Rotations and Transformations Understand specific gameplay features such as AI enemies inventory systems and level design In Detail Do you want to take the leap from being an everyday Unity developer to being a pro game developer Then look no further This book is your one stop solution to creating mesmerizing games with lifelike features and amazing gameplay This book takes an in depth focus on a practical project with Unity building a first person game with many features You ll dive deep into the architecture of a Unity game creating expansive worlds interesting render effects and other features to make your games special You will create individual game components use efficient animation techniques and implement collision and physics effectively Specifically we ll explore optimal techniques for importing game assets such as meshes and textures tips and tricks for effective level design how to animate and script NPCs how to configure and deploy to mobile devices how to prepare for VR development and how to work with version control and more By the end of this book you ll have developed sufficient competency in Unity development to produce fun games with confidence Style and approach This book takes a step by step practical tutorial approach You will create an advanced level Unity game with an emphasis on leveraging the advanced Unity 5 features You will make the most of the Unity 5 advanced features while you develop the game in its entirety

Unity 2020 By Example Robert Wells,2020-09-30 Learn Unity game development with C through a series of practical projects ranging from building a simple 2D game to adding AR VR experiences and machine learning capabilities in a simple yet effective way Key Features Gain a high level overview of the Unity game engine while building your own games portfolio Discover best practices for implementing game animation game physics shaders and effects Create fully featured apps including Space shooter and a 2D adventure game and develop AR VR experiences and Game AI agents Book DescriptionThe Unity game engine used by millions of developers around the world is popular thanks to its features that enable you to create games and 3D apps for desktop and mobile platforms in no time With Unity 2020 this state of the art game engine introduces enhancements in Unity tooling editor and workflow among many other additions The third edition of this Unity book is updated to the new features in Unity 2020 and modern game development practices Once you ve quickly got to grips with the fundamentals of Unity game development you ll create a collection a twin stick shooter and a 2D adventure game You ll then explore advanced topics such as machine learning virtual reality and augmented reality by building complete projects using the latest game tool kit As you implement concepts in practice this book will ensure that you come away with a clear understanding of Unity game development By the end of the book you ll have a firm foundation in Unity development using C which can be applied to other engines and programming languages You ll also be able to create several real world projects to

add to your professional game development portfolio What you will learn Learn the fundamentals of game development including GameObjects components and scenes Develop a variety of games in C and explore the brand new sprite shaping tool for Unity 3D and 2D games Handle player controls and input functionality for your Unity games Implement AI techniques such as pathfinding finite state machines and machine learning using Unity ML Agents Create virtual and augmented reality games using UnityVR and AR Foundation Explore the cutting edge features of Unity 2020 and how they can be used to improve your games Who this book is for If you are a game developer or programmer new to Unity and want to get up and running with the game engine in a hands on way this book is for you Unity developers looking to work on practical projects to explore new features in Unity 2020 will find this book useful A basic understanding of C programming is required **Unity Animation Essentials** Alan Thorn,2015-06-24 Unity is a feature rich fully integrated development engine that provides out of the box functionality for the creation of interactive 3D content It is an exciting engine that has a rich and sophisticated animation system called Mecanim Unity Animation Essentials offers a comprehensive introduction to powerful animation tools and principles in Unity which can be used to make great games This book starts by exploring core animation concepts and then dives deeper to demonstrate their practical application in real time games This book shares extensive and useful insights to create animations using a professional grade workflow and to create responses and interactive scenes Each chapter focuses on a specific range of topics from timing and events to character animation and particle systems By the end of the book you should be able to fully utilize the powers of Mecanim and Unity **Unity Animation Essentials** Alan Thorn,2015-06-24 This book is targeted at hobbyists students and game development professionals familiar with the Unity basics looking to extend their skills and knowledge in the field of real time game animation You will need to be familiar with level design and basic scripting in C and have a good knowledge of game development **How to Cheat in Unity 5** Alan Thorn,2015-07-16 Looking to become more efficient using Unity How to Cheat in Unity 5 takes a no nonsense approach to help you achieve fast and effective results with Unity 5 Geared towards the intermediate user HTC in Unity 5 provides content beyond what an introductory book offers and allows you to work more quickly and powerfully in Unity Packed full with easy to follow methods to get the most from Unity this book explores time saving features for interface customization and scene management along with productivity enhancing ways to work with rendering and optimization In addition this book features a companion website at [www.alanthorn.net](http://www.alanthorn.net) where you can download the book s companion files and also watch bonus tutorial video content Learn bite sized tips and tricks for effective Unity workflows Become a more powerful Unity user through interface customization Enhance your productivity with rendering tricks better scene organization and more Better understand Unity asset and import workflows Learn techniques to save you time and money during development **Unity 2018 By Example** Alan Thorn,2018-07-31 Build exciting 2D 3D games and virtual reality applications with the help of hands on examples Key Features Create five different types of games from scratch with Unity 2018 Import custom content into

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*Development with C#* Alan Thorn, 2014-05-29 In Pro Unity Game Development with C Alan Thorn author of Learn Unity for 2D Game Development and experienced game developer takes you through the complete C workflow for developing a cross platform first person shooter in Unity C is the most popular programming language for experienced Unity developers helping them get the most out of what Unity offers If you re already using C with Unity and you want to take the next step in becoming an experienced professional level game developer this is the book you need Whether you are a student an indie developer or a season game dev professional you ll find helpful C examples of how to build intelligent enemies create event systems and GUIs develop save game states and lots more You ll understand and apply powerful programming concepts such as singleton classes component based design resolution independence delegates and event driven programming By the end of the book you will have a complete first person shooter game up and running with Unity Plus you ll be equipped with the know how and techniques needed to deploy your own professional grade C games If you already know a bit of C and you want to improve your Unity skills this is just the right book for you *Unity 5 Scripting and Gameplay Mechanics* Alan Thorn, 2016 Develop your Unity skills further by exploring scripting and gameplay mechanics In this course Alan Thorn helps you understand the fundamentals of using C scripts in Unity to build valuable gameplay elements such as timers and moving objects Then you ll move onto building a solid foundation for engineering more complex behaviors By the end of this course you ll have established a firm intermediate knowledge of Unity Resource description page *Unity 5.x By Example* Alan Thorn, 2016-03-23 An example based practical guide to get you up and running with Unity 5 x About This Book The most updated resource on Unity 5 x with comprehensive discussion on all the new features of Unity 5 x Understand the core concepts surrounding Unity5 game development with this power packed hands on guide Brush up your existing game development skills and create games that have a brilliant gameplay using the excellent examples from this book Who This Book Is For The ideal target audience for this book would be game developers They need not have previous experience with Unity since this book will cover all the basics about game development with unity This would also be a very good resource for Unity developers who want to brush up their basic Unity skills and also get up and running with creating interesting games with Unity 5 x What You Will Learn Understand core Unity concepts such as game objects components and scenes Learn level design techniques for building immersive and interesting worlds Learn to make functional games with C scripting Use the toolset creatively to build games of different themes and styles Learn to handle player controls and input functionality Dive into the process of working with terrains and world creation tools Import custom content into Unity from third party tools such as Maya and Blender Get to grips with making both 2D and 3D games In Detail Unity is an exciting and popular engine in the game industry Throughout this book you ll learn how to use Unity by making four fun game projects from shooters and platformers to exploration and adventure games Unity 5 By Example is an easy to follow guide for quickly learning how to use Unity in practical context step by step by making real world game projects Even if you have no previous

experience of Unity this book will help you understand the toolset in depth You ll learn how to create a time critical collection game a twin stick space shooter a platformer and an action fest game with intelligent enemies In clear and accessible prose this book will present you with step by step tutorials for making four interesting games in Unity 5 and explain all the fundamental concepts along the way Starting from the ground up and moving toward an intermediate level this book will help you establish a strong foundation in making games with Unity 5 Style and approach This book would be a very unique resource for any game developer who wants to get up and running with Unity The unique example based approach will take you through the most basic games towards the more complex ones and will gradually build your skill level *Cert Prep:*

*Unity Scripting and Publishing* Alan Thorn,2019 **Complete Unity 2018 Game Development** Alan Thorn,John P. Doran,Alan Zucconi,2019-01-31 Leverage the power of the Unity 2018 game engine to create games with brilliant gameplay and high replayability Key Features Develop different types of games from scratch with Unity 2018 Discover the secrets of creating AAA quality shaders without writing long algorithms Script intelligent game characters and agents using Artificial Intelligence techniques and algorithms Book Description Through this Learning Path you ll learn how to leverage the features of Unity and create amazing games ranging from action shooters and mind bending puzzle games to adventure and Virtual Reality VR games If you have no prior experience of using Unity you can still benefit from this Learning Path which easily explains the complete working of the Unity toolset You ll start by learning how to create compelling shaders using Unity and understanding everything you need to know about vectors This includes useful inputs on how lighting is constructed with vectors and how textures are used to create complex effects without the need for advanced math In the succeeding chapters you ll also be able to use popular AI techniques such as A and A mbush to develop intelligent pathfinding agents for your games The book will also guide you through different algorithms for creating decision making agents that go beyond simple behaviors and movement By the end of this Learning Path you will have developed all the basic skills to create highly engaging and replayable games This Learning Path includes content from the following Packt products Unity 2018 By Example Second Edition by Alan Thorn Unity 2018 Shaders and Effects Cookbook Third Edition by John P Doran Alan Zucconi Unity 2018 Artificial Intelligence Cookbook Second Edition by Jorge Palacios What you will learn Understand concepts such as game objects components and scenes Create functional games with C scripting Write shaders from scratch in ShaderLab and HLSL Cg Develop intelligent pathfinding agents with A and Ambush Work with terrains and world creation tools Simulate senses for agents to make decisions based on the environment Implement waypoints by creating a manual selector Enhance games with volumetric explosions special effects and visuals Who this book is for If you are a game developer who wants to learn tools that can transform your gameplay this beginner level Learning Path is ideal for you Having basic knowledge of C will help you grasp the concepts explained in the book easily **Cert Prep: Unity Certified Associate Game Developer Scripting with C#** Alan Thorn,2021 Become Unity certified and show employers you



have the Unity skills they are looking for Improve your chances of landing that dream job doing what you love most making games architectural visualizations or films This course helps you study for the sections of the Unity Certified Associate Game Developer exam that deal with scripting and publishing Instructor Alan Thorn covers the basics of scripting demonstrating how to create a C script in Visual Studio print to the console and create useful scripts that make 3D objects move and react He also discusses making timed behaviors generating path finding data for helping nonplayer characters NPCs navigate environments intelligently and using finite state machines to help NPCs make decisions Plus learn how to create convincing patrol chase and attack states for an enemy character      **Advanced Game Mechanics in Unity 5** Alan Thorn,2017

Advanced Game Mechanics in Unity helps users push their Unity knowledge to the next level In this course instructor Alan Thorn explores many powerful features in Unity 5 from debugging tools and version control to 2D sprites and user interfaces See how to get started quickly at scripting by useful behaviors and functionality to build solid games across many platforms from endless runners to shooters In Advanced Game Mechanics in Unity 5 we take an in depth look at coding sophisticated game behaviors in C considering subjects such as optimization occlusion culling debugging artificial intelligence and more Learn how to build intricate fun and colorful games that perform well and stand apart By the end of this course you ll have mastered the Unity feature set and will be ready to deploy many concepts and techniques to build your own games Resource description page      *Practical Game Development with Unity and Blender* Alan Thorn,2014-06-03

Today s game developers particularly those working in smaller independent studios need to be expert generalists that is skilled in a wide range of tasks from coding and level design to 3D modeling animation and more Beyond knowing how to make great games they also need the perspective and the experience to develop products quickly all while working with limited resources time and budgets They must take a holistic approach to the art and science of game development with an emphasis on optimizing workflow In PRACTICAL GAME DEVELOPMENT WITH UNITY AND BLENDER author and developer Alan Thorn presents a unique 10 stage workflow for development success offering advice and ideas and plenty of practical examples for developing games quickly and efficiently using some of today s most popular and free software tools You ll work with Unity game engine Blender 3D modeling and animation and GIMP image editor fusing them into a single productive workflow Far beyond simply teaching you to operate a specific piece of software this book guides you through the full process of game creation with concrete instruction and tangible examples including project and asset files available on the book s companion website PRACTICAL GAME DEVELOPMENT WITH UNITY AND BLENDER will help you become a more powerful developer the kind of broadly skilled generalist who can thrive at any game studio large or small Important Notice Media content referenced within the product description or the product text may not be available in the ebook version      [Games Programming with C# in Unity](#) Alan Thorn,2019 Make fun and interesting games from scratch using the C language and the Unity engine In this quick start video course designed for complete beginners expert games developer Alan Thorn guides you step by step

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